WHAT IS CLAIMED IS:

1. An electronic gaming unit for allowing a user to play a video gambling game selected from the group of video gambling games consisting of video poker, video slots, video blackjack, video keno and video bingo, the electronic gaming unit comprising:

a display unit capable of generating color images;

a time generator that generates a time signal indicative of a time of day;

an input device that allows the user to make an input;

a currency-accepting mechanism that is capable of allowing the user to deposit a medium of currency; and

a controller operatively coupled to the display unit, the time generator and the input device, the controller comprising a processor and a memory operatively coupled to the processor,

the controller being programmed to allow the user to make a wager after the currency-accepting mechanism detects deposit of currency by the user;

the controller being programmed to cause a sequence of video images to be generated on the display unit after the currency-accepting mechanism detects deposit of currency by the user, the sequence of video images representing a video gambling game selected from the group of video gambling games consisting of video poker, video slots, video blackjack, video keno and video bingo,

at least one of the images comprising an image of at least five playing cards if the video gambling game is video poker,

at least one of the images comprising an image of a plurality of simulated slot machine reels if the video gambling game is video slots,

at least one of the images comprising an image of a plurality of playing cards if the video gambling game is video blackjack,

at least one of the images comprising an image of a keno grid if the video gambling game is video keno, and

at least one of the images comprising an image of a bingo grid if the video gambling game is video bingo,

the controller being programmed to cause an aspect of the video gambling game to change in response to the time signal,

the controller being programmed to determine, after the sequence of images has been displayed, an outcome of the video gambling game represented by the sequence of images and to determine a currency payout associated with the outcome of the video gambling game.

2. The electronic gaming unit of claim 1 wherein the time generator comprises an internal clock that generates the time signal.

3. The electronic gaming unit of claim 1 wherein the time generator receives the time signal from a location external to the gaming unit.

4. The electronic gaming unit of claim 1 wherein the theme of the video gambling game changes in response to the time signal.

5. The electronic gaming unit of claim 1 additionally comprising an audio speaker and wherein the volume sounds emitted from the speaker changes in response to the time signal.

6. The electronic gaming unit of claim 1 wherein games available to play change in response to the time signal.

7. The electronic gaming unit of claim 1 wherein a minimum bet changes in response to the time signal.

8. The electronic gaming unit of claim 1 wherein a payoff percentage changes in response to the time signal.

9. The electronic gaming unit of claim 1 wherein a brightness of the display unit changes in response to the time signal.

10. The electronic gaming unit of claim 1 wherein a denomination changes in response to the time signal.

11. The electronic gaming unit of claim 1 wherein a bonus game is changed in response to the time signal.

12. The electronic gaming unit of claim 1 wherein a bonus theme is changed in response to the time signal.

13. The electronic gaming unit of claim 1 wherein maintenance of the gaming units is changed in response to the time signal.

14. An electronic gaming unit for allowing a user to play a video gambling game, the electronic gaming unit comprising:

a display unit capable of generating color images;

a time generator that communicates a time signal that is indicative of a time of day;

an input device that allows the user to make an input;

a currency-accepting mechanism that is capable of allowing the user to deposit a medium of currency; and

a controller operatively coupled to the display unit, the time generator and the input device, the controller comprising a processor and a memory operatively coupled to the processor,

the controller being programmed to allow the user to make a wager after the currency-accepting mechanism detects deposit of currency by the user;

the controller being programmed to cause a sequence of video images to be generated on the display unit after the currency-accepting mechanism detects deposit of currency by the user,

the controller being programmed to cause a game adaption in response to the time signal communicated from the time generator wherein the game adaptation is selected from the group of game adaptations consisting of changing a theme of the game, changing a game available to play, changing a minimum bet, changing a denomination, changing a bonus game, changing a bonus theme and changing a payoff percentage,

the controller being programmed to determine, after the sequence of images has been displayed, an outcome of the video gambling game represented by the sequence of images and to determine a currency payout associated with the outcome of the video gambling game.

15. The electronic gaming unit of claim 14 wherein the time generator is an internal clock.

16. The electronic gaming unit of claim 14 wherein the time generator receives the time signal from an external source.

17. The electronic gaming unit of claim 14 wherein the game adaption comprises changing a theme of the video gambling game in response to the time signal.

18. The electronic gaming unit of claim 14 wherein the game adaption comprises changing games available to play in response to the time signal.

19. The electronic gaming unit of claim 14 wherein the game adaption comprises changing a minimum bet in response to the time signal.

20. The electronic gaming unit of claim 14 wherein the game adaption comprises changing a payoff percentage in response to the time signal.

21. The electronic gaming unit of claim 14 wherein the gaming unit further comprises a speaker and the game adaption comprises adjusting a volume emitting from the speaker.

22. The electronic gaming unit of claim 14 wherein the game adaption comprises adjusting brightness of the display.

23. The electronic gaming unit of claim 14 wherein the game adaption comprises adjusting a denomination.

24. The electronic gaming unit of claim 14 wherein the game adaption comprises adjusting a bonus game.

25. The electronic gaming unit of claim 14 wherein the game adaption comprises adjusting a bonus theme.

26. The electronic gaming unit of claim 14 wherein the game adaption comprises adjusting a maintenance schedule of the gaming units.

27. A method of adapting an electronic gaming unit for playing a video gambling game in response to a time signal, the method comprising:

receiving from a time generator the time signal representing a current time of day;

determining whether a game adaption is required based on the time signal; and

executing the game adaption after it is determined the game adaption is required.

28. The method of claim 27 wherein executing the game adaption further comprises executing one of the group of game adaptations consisting of changing the theme of the game, changing the games available to play, changing the minimum bet, changing the denomination, changing the bonus game, changing the bonus theme and changing the payoff percentage.

29. The method of claim 27 wherein the video gambling game is selected from the group of video gambling games consisting of video poker, video slots, video blackjack, video keno and video bingo.

30. The method of claim 27 wherein the game adaption comprises changing a theme of the video gambling game in response to the time signal.

31. The method of claim 27 wherein the game adaption comprises changing games available to play in response to the time signal.

32. The method of claim 27 wherein the game adaption comprises changing a minimum bet in response to the time signal.

33. The method of claim 27 wherein the game adaption comprises changing a payoff percentage in response to the time signal.

34. The method of claim 27 wherein the gaming unit further comprises a speaker and the game adaption comprises adjusting a volume emitting from the speaker.

35. The method of claim 27 wherein the game adaption comprises adjusting brightness of the display.

36. The method of claim 27 wherein the game adaption comprises adjusting a denomination.

37. The method of claim 27 wherein the game adaption comprises adjusting a bonus game.

38. The method of claim 27 wherein the game adaption comprises adjusting a bonus theme.

39. The method of claim 27 wherein the game adaption comprises adjusting a maintenance schedule of the gaming units.

40. The method of claim 27 wherein the time generator is an internal clock that generates the time signal.

41. The method of claim 27 wherein the time generator communicates a time signal received from an external source.

42. A method of adapting an electronic gaming unit for playing a gambling game in response to a time signal, the method comprising:

receiving from a time generator a time signal representing a current time of day;

determining whether a game adaption is required based on the time signal;

executing the game adaption after it is determined the game adaption is required;

executing the gambling game;

determining, after execution of the gambling game, an outcome of the gambling game, and a currency payout associated with the outcome of the gambling game; and

dispensing value to the user via a value-dispensing mechanism after determining the currency payout.

43. The method of claim 42 wherein executing the game adaption further comprises executing one of the group of game adaptations consisting of changing the theme of the game, changing the games available to play, changing the minimum bet, changing the game denomination, changing the bonus games, changing the bonus themes and changing the payoff percentage.

44. The method of claim 42 wherein the gambling game is selected from the group of video gambling games consisting of video poker, video slots, video blackjack, video keno and video bingo.

45. The method of claim 42 wherein the electronic gaming device further comprises a speaker and the game adaption comprises adjusting a volume emitting from the speaker.

46. The method of claim 42 wherein the game adaption comprises adjusting a brightness of the display.

47. The method of claim 42 wherein the game adaption comprises changing a theme of the video gambling game in response to the time signal.

48. The method of claim 42 wherein the game adaption comprises changing games available to play in response to the time signal.

49. The method of claim 42 wherein the game adaption comprises changing a minimum bet in response to the time signal.

50. The method of claim 42 wherein the game adaption comprises changing a payoff percentage in response to the time signal.

51. The method of claim 42 wherein the game adaption comprises adjusting a denomination.

52. The method of claim 42 wherein the game adaption comprises adjusting a bonus game.

53. The method of claim 42 wherein the game adaption comprises adjusting a bonus theme.

54. The method of claim 42 wherein the game adaption comprises adjusting a maintenance schedule of the gaming units.

55. The method of claim 42 wherein the time generator is an internal clock that generates the time signal.

56. The method of claim 42 wherein the time generator communicates a time signal received from an external source.

57. A programmed memory that is capable of being used in connection with an electronic gaming unit that allows a user to play a gambling game, that dispenses value to the user at the conclusion of the gambling game, and that comprises a processor, an input device, and a currency accepting mechanism, the programmed memory comprising;

a first memory portion physically configured in accordance with computer program instructions that would cause the electronic gaming unit to execute the gambling game if the programmed memory were incorporated into the electronic gaming unit;

a second memory portion physically configured in accordance with computer program instructions that would cause said electronic gaming unit to determine an outcome of the gambling game if the programmed memory were incorporated into the electronic gaming unit; and

a third memory portion physically configured in accordance with computer program instructions that would cause said electronic gaming unit to determine whether a game adaptation is required if the programmed memory were incorporated into the electronic gambling unit.

58. The programmed memory of claim 57 wherein said gambling game is selected from the group of gambling games consisting of video poker, video slots, video blackjack, video keno and video bingo.

59. The programmed memory of claim 57 wherein said game adaption is selected from the group of game adaptions consisting of changing the theme of the game, changing the games available to play, changing the minimum bet, changing the denomination, changing the bonus games, changing the bonus theme and changing the payoff percentage.

60. The programmed memory of claim 57 wherein the gaming unit further comprises a speaker and the game adaption comprises adjusting a volume emitting from the speaker.

61. The programmed memory of claim 57 wherein the game adaption comprises adjusting a brightness of the display.

62. The programmed memory of claim 57 wherein the game adaption comprises changing a theme of the video gambling game in response to the time signal.

63. The programmed memory of claim 57 wherein the game adaption comprises changing games available to play in response to the time signal.

64. The programmed memory of claim 57 wherein the game adaption comprises changing a minimum bet in response to the time signal.

65. The programmed memory of claim 57 wherein the game adaption comprises changing a payoff percentage in response to the time signal.

66. The programmed memory of claim 57 wherein the game adaption comprises adjusting a denomination.

67. The programmed memory of claim 57 wherein the game adaption comprises adjusting a bonus game.

68. The programmed memory of claim 57 wherein the game adaption comprises adjusting a bonus theme.

69. The programmed memory of claim 57 wherein the game adaption comprises adjusting a maintenance schedule of the gaming units.

70. The programmed memory of claim 57 wherein said programmed memory comprises a semiconductor memory.

71. The programmed memory of claim 57 wherein said programmed memory comprises an optically readable memory.